```
Audio::Renderer
 + Renderer()
 + ~Renderer()
 + getSound()
 + owns()
 + attach()
 + attach()
 + detach()
 + detach()
 + setMeterDistance()
 + getMeterDistance()
 and 6 more...
Audio::OpenALRenderer
# data
+ OpenALRenderer()
+ ~OpenALRenderer()
+ getSound()
+ owns()
+ attach()
+ attach()
+ detach()
+ detach()
+ setMeterDistance()
+ setDopplerFactor()
+ setOutputFormat()
+ beginTransaction()
+ commitTransaction()
# checkContext()
# initContext()
# setupDopplerEffect()
```